Control the Digital Output I/O Tags (DO) (D2000/Work with D2000 HI/Monitoring and Controlling of D2000 System Objects/Old Control Windows)

Controlling digital output I/O Tags (DO)

!!! OLD CONTROL WINDOWS !!!

Clicking a graphic object with an I/O Tag of Digital Output type (DO) connected to control (the user has insufficient access rights) opens the following control window.

1	Object name.
2	Object description.
3	Current value [states] and technical units of the object.
4	Time when the objects has got the current value.
5	Flags (attributes) of the object value. There are displayed the names of flags, value of which is TRUE.
6	Button to control process alarms.
7	Acknowledge the object value.
8	Acknowledge the process alarm.
9	Part of control window intended for output control.
10	Part of control window intended to set a default value.

Default value of digital output I/O Tags (DO)

Checking the **Use default value** checkbox allows to use a default value. Control window will be enhanced with the controls that allows to control a default value. I/O Tag value can be replaced with a value of another object (so-called control object) or set manually by operator of process D2000 HI in the following part of control window.

1, 2	Depending on the **Execute** button, the ***ON** and ***OFF** buttons perform two possible functions: 1. The **Execute** button is not placed in the window. Clicking the **ON** or **OFF** buttons will set the default value along with value flags (attributes). 2. The **Execute** button is placed in the window. Clicking the **ON** or **OFF** buttons only “prepares“ the default value along with value flags (attributes) to set.
3	Set flags (attributes) of the object default value.
4	This button will be placed in the window if the **Acknowledge** option has been enabled during link configuration of the graphic object in the process D2000 GrEditor. Clicking **Execute** button will set the default value along with value flags (attributes) that have been “prepared“ to set by clicking the **ON** or **OFF** buttons.
5	Current value and state of control object of the default value.
6	Switch default value mode into automatic mode. Default value in this mode copies a value of control object.
7	Cancel the validity of the default value.
8	Open a graph.
9	Insert the controlled object into current page of opened Browser. If Browser is not opened, clicking on this button will open it and the controlled object will be inserted into its first page.
10	Close the control window.

Note

* Captions of the **ON** and **OFF** buttons depend on the object definition (status text that is assigned to object). If a status text is not assigned to the given object, the button captions depend on the system text configuration. Default button captions are shown in the figure.

Output control

Value of digital output can be controlled by a value of another object (so-called control object) or it can be set manually by operator of process D2000 HI in the following part of control window.

1, 2	Depending on the presence of **Execute** button in control window (**Switch to state** part), ***ON** and ***OFF** perform two possible function: 1. **Execute** button is not placed in the window. Clicking **ON** or **OFF** button will set the defined output object value along with value flags (attributes). 2. **Execute** button is placed in window. Clicking **ON** or **OFF** button only “prepares“ the defined output object value together with value flags (attributes) to set.
3	Set flags (attributes) of the object default value.
4	This button is placed in window if **Acknowledge** option (in **Switch to state** part) has been enabled at link configuration of the graphic object in the process D2000 GrEditor. Clicking **Execute** button will set the defined output object value along with value flags (attributes) that have been “prepared“ to set by clicking **ON** or **OFF** button.
5	Current value and state of control object of the output object value.
6	Switch output object value mode into automatic mode. Default value in this mode copies a value of control object.

Note

- * **ON** and **OFF** button captions depend on the object definition (status text that is assigned to object). If a status text is not assigned to the given object, the button captions depend on the system text configuration. Default button captions are shown in the figure.